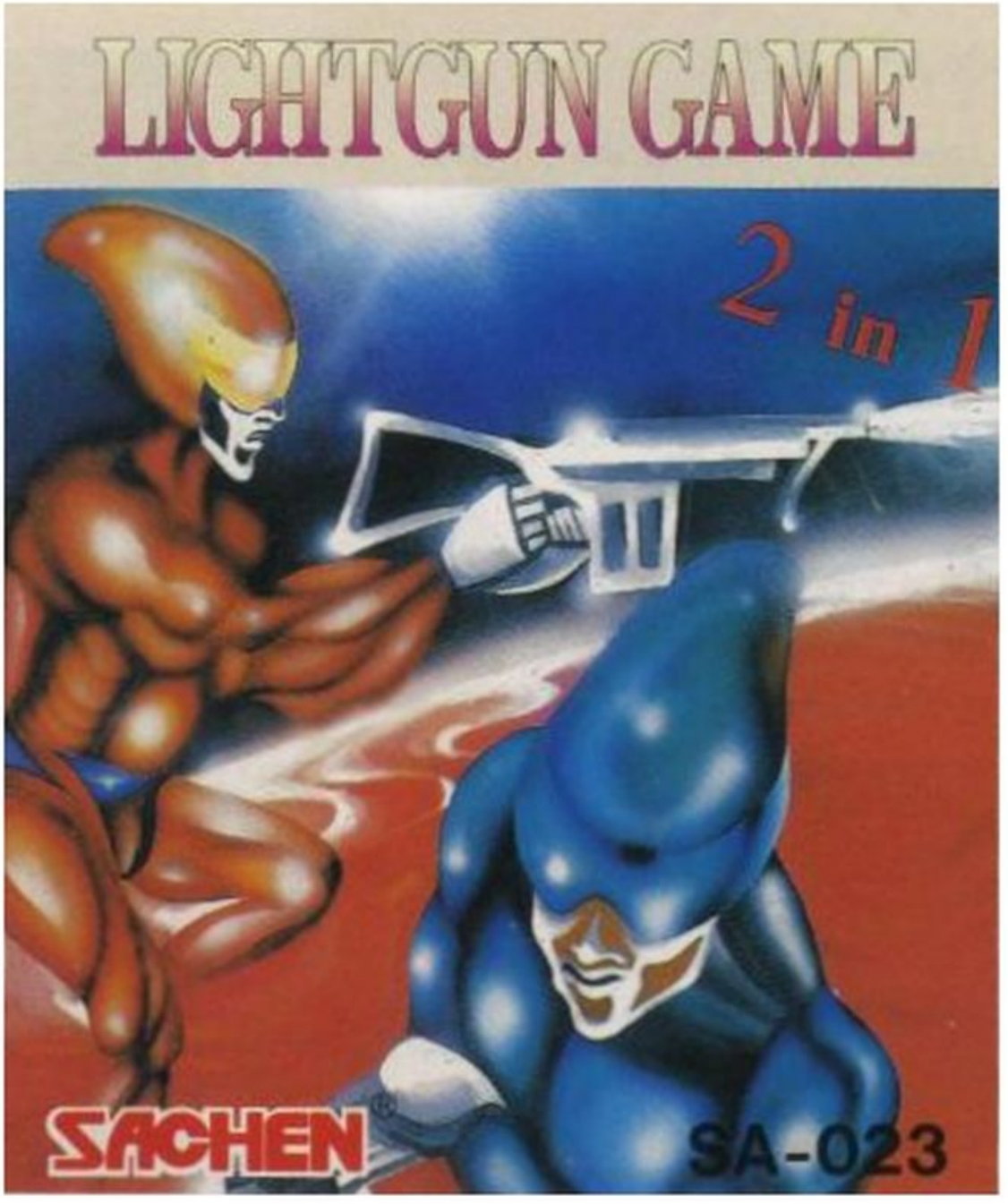
SACHEN®



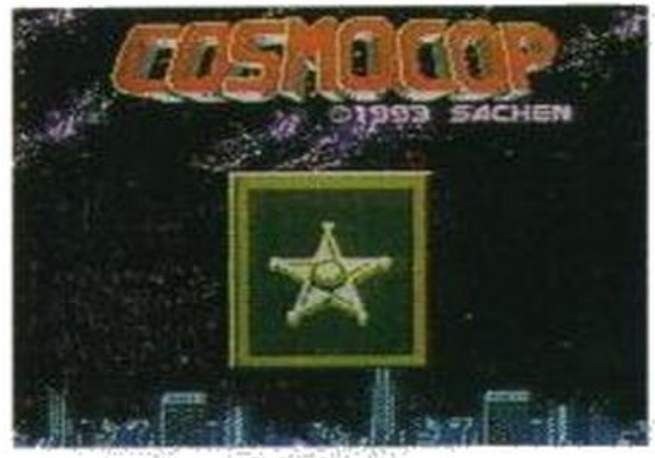
TC-023

COSMOCOP

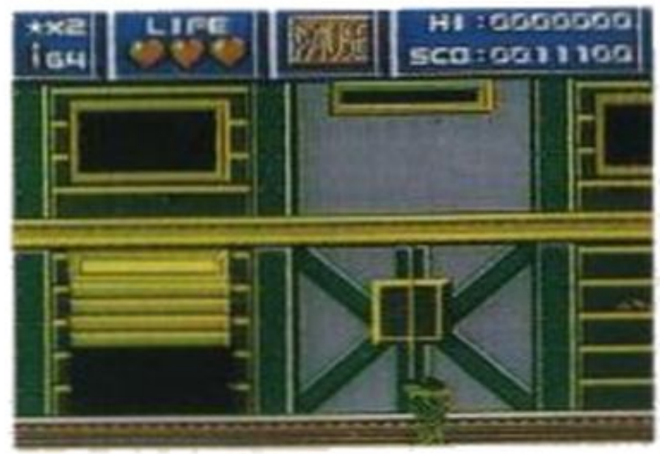
This is a 2-in-1 game cartridge, when the selection screen appears, you can select the game you wish to play by shooting the game title. After that, you have to shoot the screen again to start the game.

I. INTRODUCTION

Sinik is the most prosperous planet in the Galaxy. However, it is in a status of emergency now. The people there are massacred by the biotech robot. Now, only the Cosmo-cop can stop those bastards.

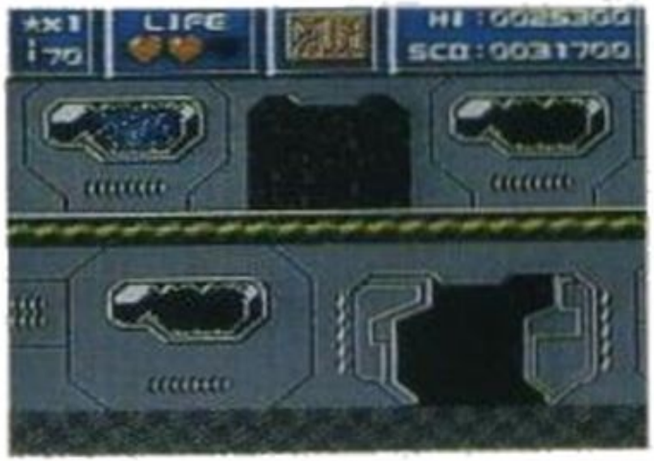


II. GAME MECHANICS



There are a total of four missions to be completed.

In each mission, there will be different number of enemies. You have to shoot them before they attack you.



The ringleader will not appear until you defeat all the enemies. And after you defeat the ringleader,you complete the mission.

You start your mission with 3 players. If you lose all the players before your mission is completed, then you have to start the game from the beginning.

III.

1. Players : You start with 3 players.
2. Bullet : You will be equipped with 99 bullets.
3. Life : You will lose 1 heart each time you get shot.
4. Pause : To freeze the game by shooting the pause sign.
5. HI & SCO

PRECAUTIONS

1) Store at room temperature.Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use) .
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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IV. MONSTERS

Transport Solider

MK III

Spider Robot

1. Transport solider : Origionaly,it is a robot for military. Now, it becomes a mean of transport of the enemy.
2. MK III : This robot is reformed from the last one. It looks like that it lakes two legs.
3. Spider Robot : It can give out light from its eyes.

The Octopus

The Frog

Flying Robot

Monstrous Head

4. The Octopus : Its head can open to attack you.
5. The Frog : It looks like that its belly has just has an operation. Magically, it can split to attack you.
6. Flying Robot : It can act in the air without any problem by the fuel tube on its back.
7. Monstrous Head : It is protected by a hemispherical shelter-cover. Only when its head shows, it can be attacked.

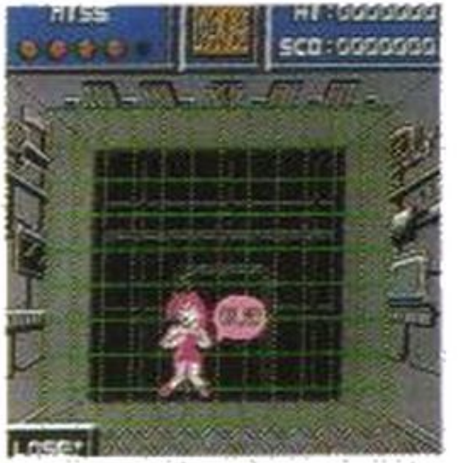
CYBER MONSTER

When the selection screen appears, you can select to play "Cyber Monster" by shooting its game title.

The biology laboratory is under attack. Terminate the intruders right away. Prevent them to mass multiplication.

II. GAME MECHANICS

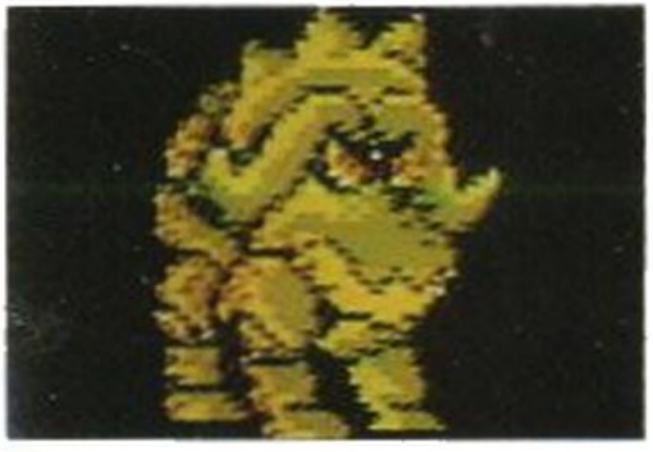
There will be icons appear in the shooting range. You have to shoot it rapidly if it is a monster. However, if it is a human being, you can not shoot him.

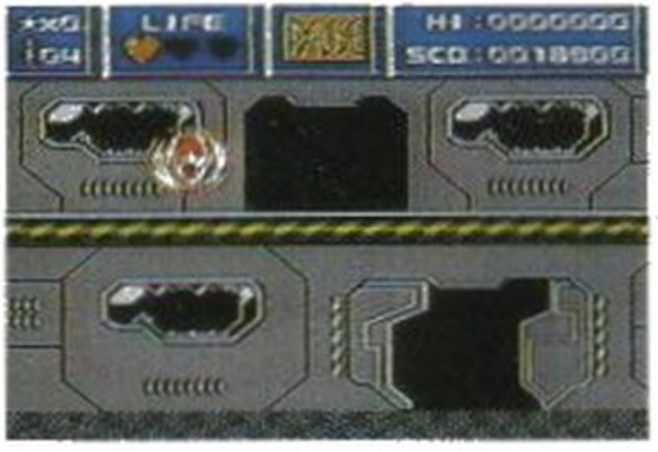


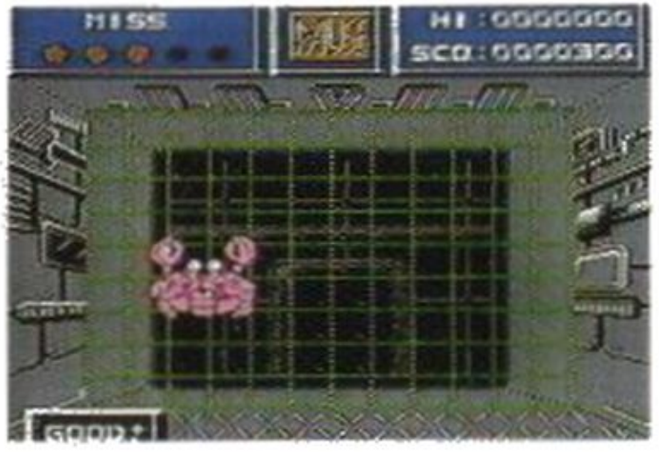
III.

M I S S 0 0 0 0 0	PAUSE	HI SCO

1. Miss : Each time you miss,you will get a misslight.
2. Pause : To freeze the game by shooting the pause sign.
3. HI & SCO : The highest score and the player's score.




LIFE
HI :0000000
SCO:0018800


MISS
HI :0000000
SCO:0000300

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.If this equipment does cause interference to radio or television reception,which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna.
- Relocate the NES ® with respect to the receiver.
- Move the NES ® away from the receiver.
- Plug the NES ® INTO A different outlet so that NES ® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the federal Communications Commission helpful : HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C.20402, Stock N.004-000-00345-4.

Note: NES ® is the abbreviation for Nintendo Entertainment System.

COSMOCOP EVALUATION SHEET

NAME:_____ AGE:_____ SEX:_____

ADDRESS:_____

DATE:_____ / _____ / _____PHONE # (Optional): ( ) _____ – _____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY... 5:TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE... 5:TOO MANY)

PLACE
STAMP
HERE

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